In the Claims:

Please amend claims 5, 10 and 12 as follows:

- 1. (Original) A method for converting text characters from a Standard Generalized Markup Language file into another specified language using a CONVERSTR variable, a HTMLCODE variable and a VAL variable, wherein each character represents a tag or text, and each tag has a start and an end, said method comprising the steps of:
 - (a) reading a character from the file;
 - (b) determining whether the read character is the start of a tag;
- (c) adding the read character to the CONVERTSTR variable when the read character is not the start of a tag;
- (d) repeating steps (a), (b) and (c) for a next character until a read character is the start of a tag;
- (e) converting the CONVERTSTR variable into the specified language; and,
- (f) adding the converted CONVERTSTR variable to the HTMLCODE variable.
- 2. (Original) The method according to claim 1 wherein prior to step (a) further comprising the steps of:
 - (g) initializing the HTMLCODE variable; and,
 - (h) reading a first character from the file.
- 3. (Original) The method according to claim 2 wherein prior to step (g) further comprising the step of (i) downloading a Standard Generalized Markup Language file.

- 4. (Original) The method according to claim 1 wherein prior to step (b) further comprising the steps of:
 - (j) determining whether the read character is the end of file;
- (k) initializing the CONVERTSTR variable when the read character is not the end of the file; and,
- (l) determining whether the parsing of the file is successful when the read character is the end of the file.
 - 5. (Currently amended) The method according to claim 4

A method for converting text characters from a Standard Generalized Markup Language file into another specified language using a CONVERSTR variable, a HTMLCODE variable and a VAL variable, wherein each character represents a tag or text, and each tag has a start and an end, said method comprising the steps of:

- (a) reading a character from the file;
- (i) determining whether the read character is the end of the file;
- (k) initializing the CONVERTSTR variable when the read character is not the end of the file; and,
- (l) determining whether the parsing of the file is successful when the read character is the end of the file
 - (b) determining whether the read character is the start of a tag;
- (c) adding the read character to the CONVERTSTR variable when the read character is not the start of a tag;
- (d) repeating steps (a), (b) and (c) for a next character until a read character is the start of a tag;
- (e) converting the CONVERTSTR variable into the specified language; and,
- (f) adding the converted CONVERTSTR variable to the HTMLCODE variable;

wherein said step (k) further comprises the steps of:

- (m) returning an error message to the user when the parsing of the file is not successful;
- (n) saving the translated Standard Generalized Markup Language file with the parsed code to the cache memory when the parsing of the file is successful; and,
- (o) displaying the translated Standard Generalized Markup Language file saved in the cache memory to the user.
- 6. (Original) The method according to claim 5 wherein said step (m) further comprising the step of (p) displaying the Standard Generalized Markup Language file without the translation.
- 7. (Original) The method according to claim 1 wherein prior to step (b) further comprising the steps of:
 - (r) determining whether the read character is the start of a tag;
- (s) determining whether the read character is the end of a tag when the read character is the start of a tag;
 - (t) repeating from step (b) when the read character is not the start of a tag.
- 8. (Original) The method according to claim 7 wherein said (s) step further comprising the steps of:
- (u) adding the read character to the HTMLCODE variable when the read character is not the end of a tag;
- (v) repeating (s) and (t) for a next character until a read character is the end of a tag; and,
 - (w) repeating from step (b) when the read character is the end of a tag.

- 9. (Original) The method according to claim 7 wherein said (s) step further comprising the steps of:
- (x) determining whether the read character is at the end of the file when the read character is not the end of a tag;
 - (y) repeating from step (b) when the read character is at the end of the file;
- (z) adding the read character to the HTMLCODE variable when the read character is not at the end of the file; and,
- (aa) repeating steps (s) and (z) for a next character until a read character is the end of a tag.
- 10. (Currently amended) The method according to claim $4-\underline{5}$ wherein step (b) further comprising the steps of:
- (bb) determining whether the CONVERTSTR variable is empty when the read character is the start of a tag; and,
 - (cc) repeating from step (j) when the CONVERTSTR variable is empty.
- 11. (Original) The method according to claim 10 wherein prior to said step (bb) further comprising the steps of:
 - (dd) determining whether the read character is at the end of the file;
 - (ee) repeating from step (e) when the read character is at the end of the file.
- 12. (Currently amended) The method according to claim $4-\underline{5}$ wherein step (f) further comprising the step of (ff) repeating from step (i).
- 13. (Original) A system for converting text characters from a Standard Generalized Markup Language file into another specified language, wherein each character represents a tag or text, and each tag has a start and an end, comprising:

- a HTMLCODE variable for defining the strings in the Standard Generalized Markup Language coding;
- a CONVERTSTR variable for defining the strings that are to be converted into the specified language;
- a VAL variable for defining the strings that have been converted into the specified language; and,
- a translator for translating the strings in the CONVERTSTR variable into the specified language.
- 14. (Original) A system for converting text characters from a Standard Generalized Markup Language file into another specified language using a CONVERSTR variable, a HTMLCODE variable and a VAL variable, wherein each character represents a tag or text, and each tag has a start and an end, comprising:

means for reading a character from the file;

means for determining whether the read character is the start of a tag;

means for adding the read character to the CONVERTSTR variable when the read character is not the start of a tag;

means for repeating the process for a next character until a read character is the start of a tag;

means for converting the CONVERTSTR variable into the specified language; and,

means for adding the converted CONVERTSTR variable to the HTMLCODE variable.

15. (Original) A computer program product comprising a computer usable medium having computer readable program codes embodied in the medium that when executed causes a computer to:

read a character from the file;

determine whether the read character is the start of a tag;

add the read character to the CONVERTSTR variable when the read character is not the start of a tag;

repeat the process for a next character until a read character is the start of a tag;

convert the CONVERTSTR variable into the specified language; and, add the converted CONVERTSTR variable to the HTMLCODE variable.